

FIGURE 1

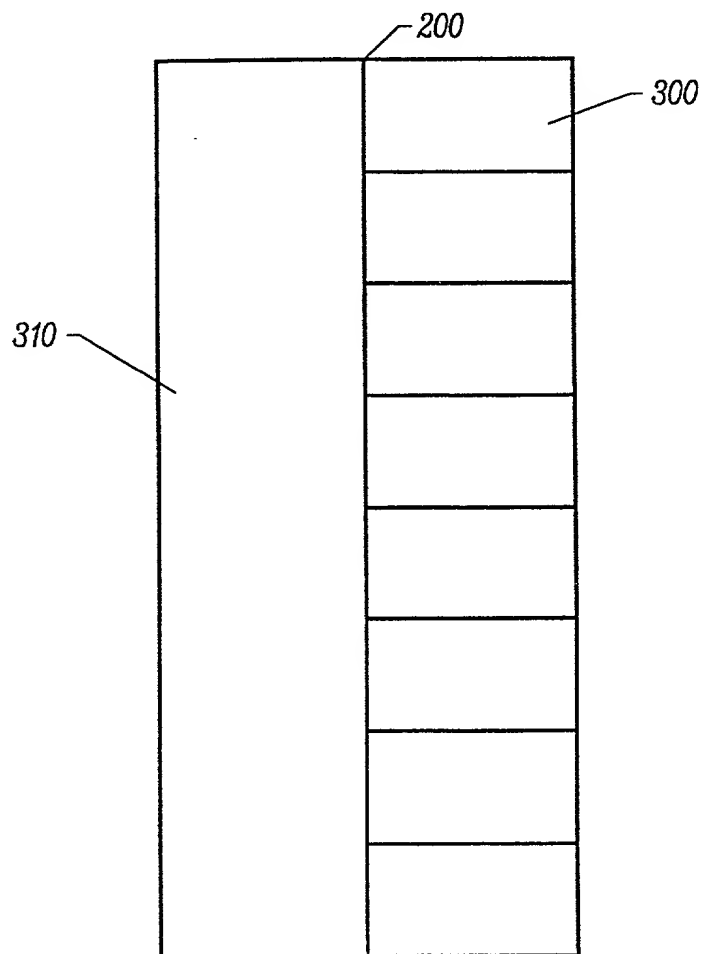
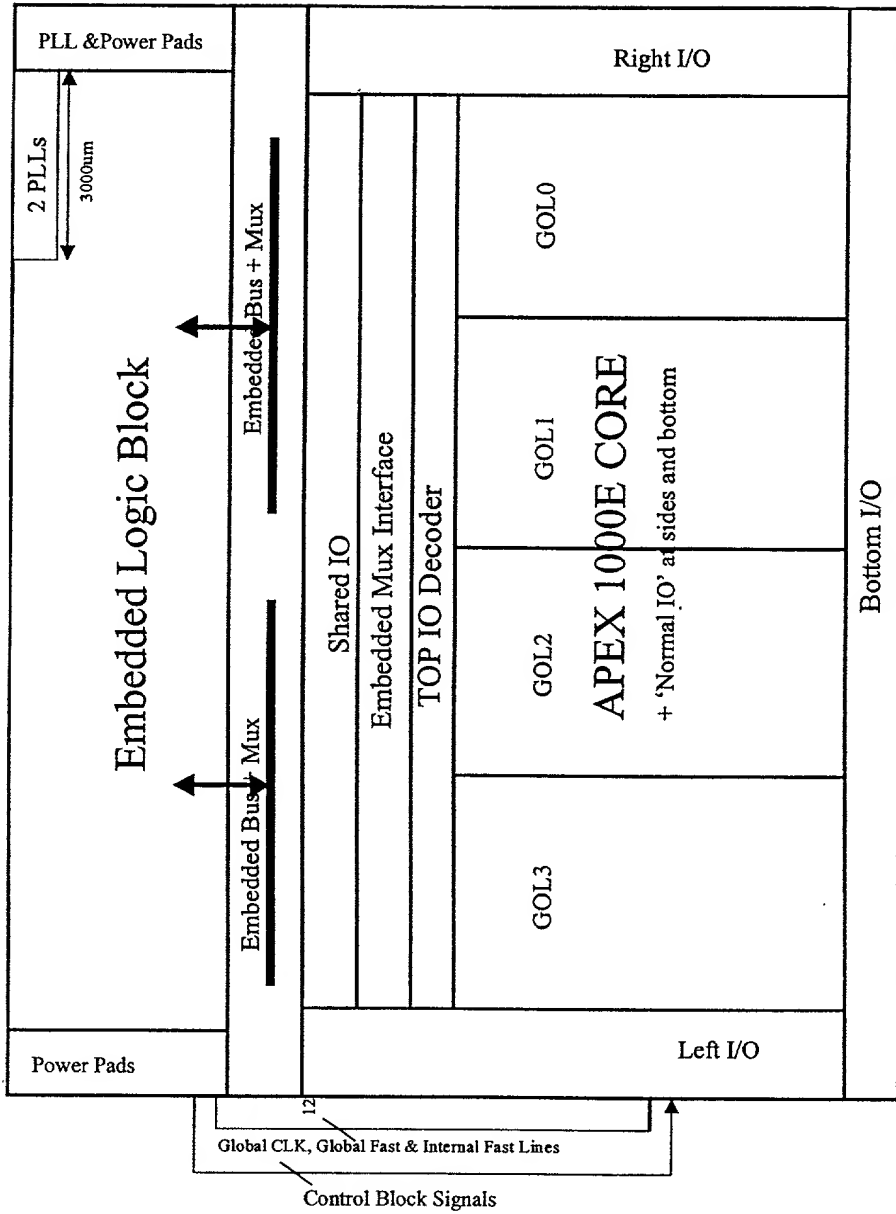


FIGURE 4



Top Level Floorplan

FIGURE 2

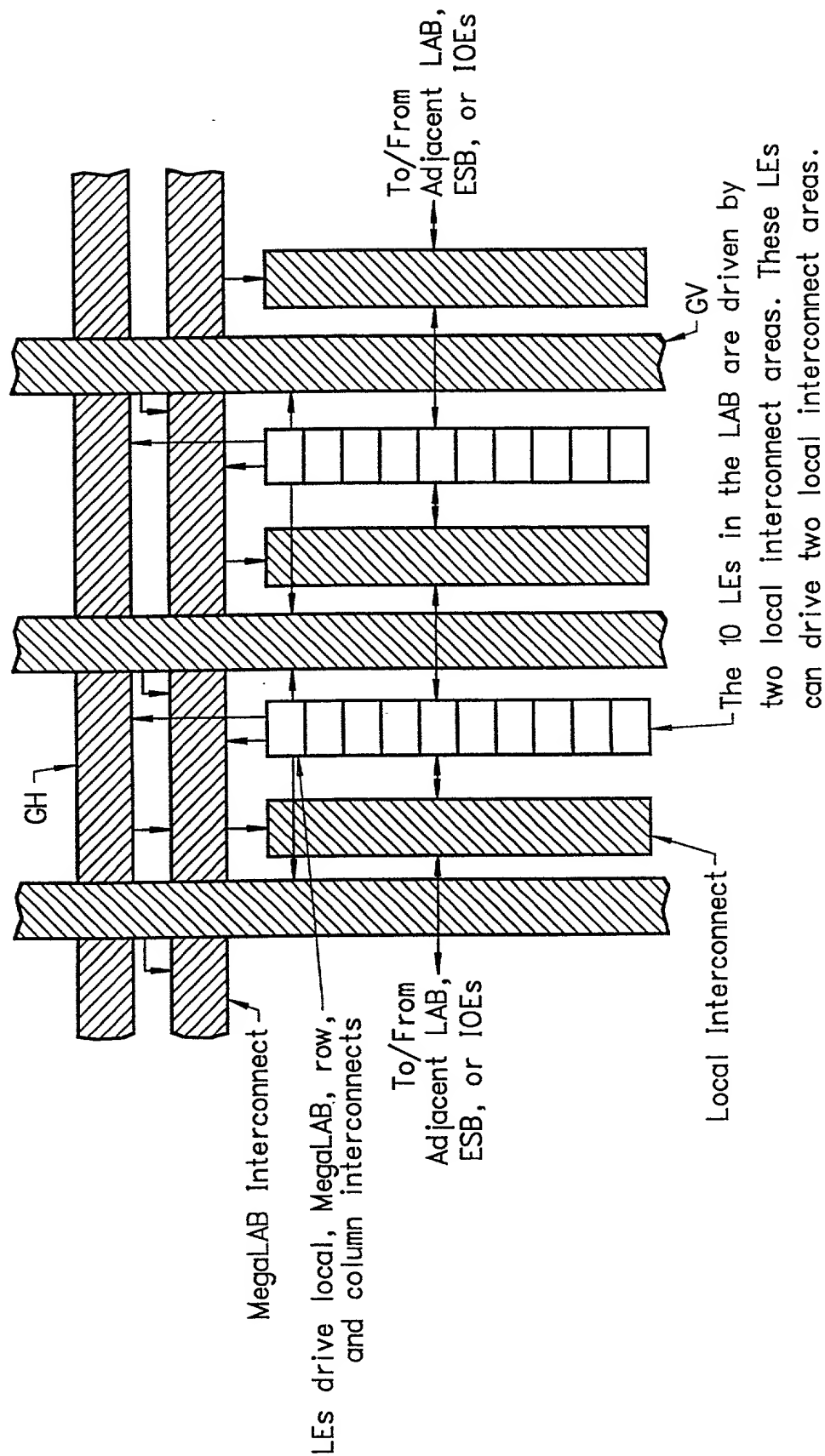


FIGURE 6

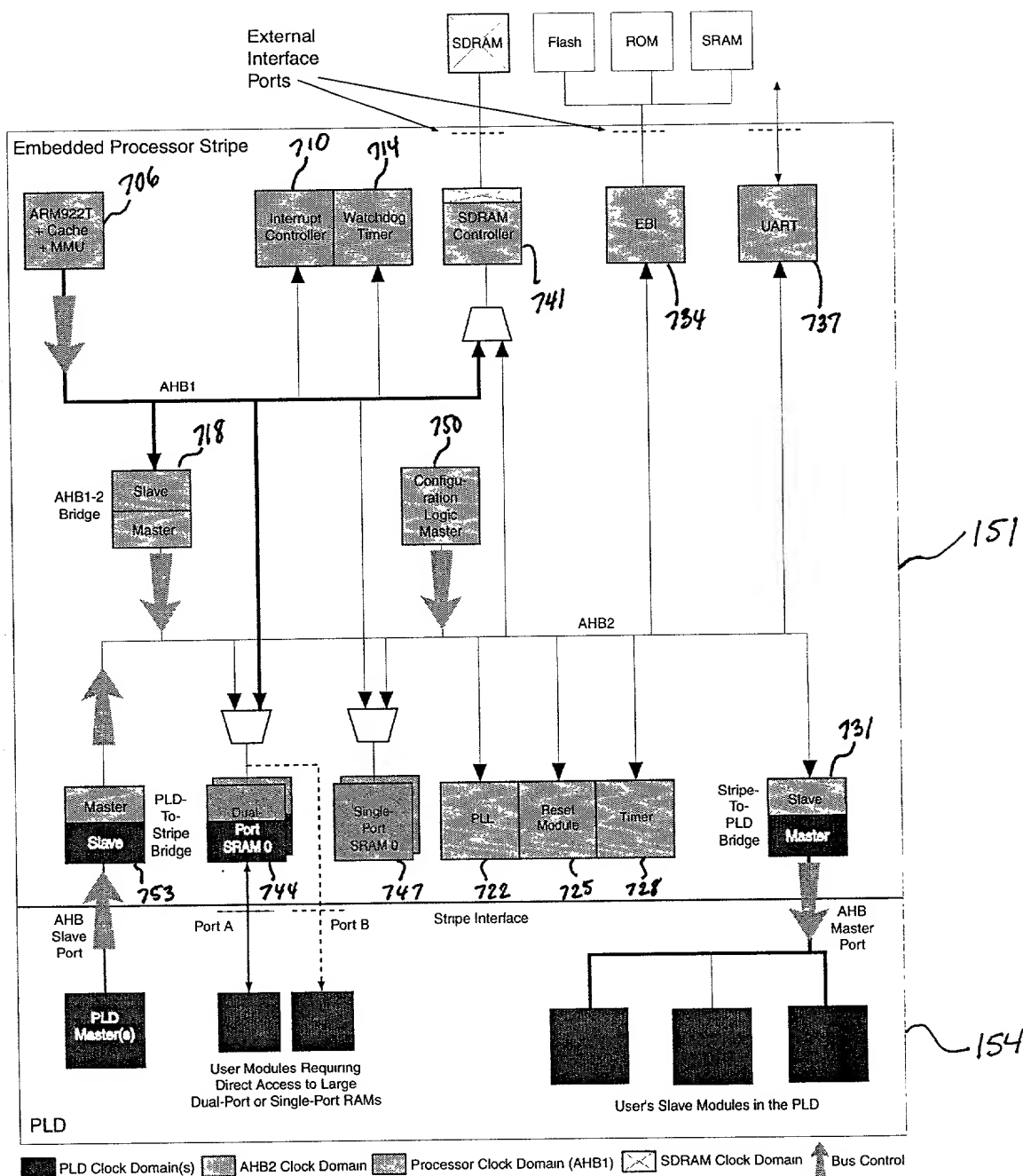


FIGURE 8

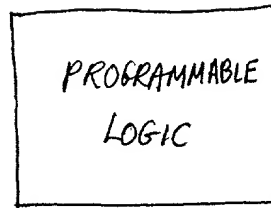


FIGURE 9

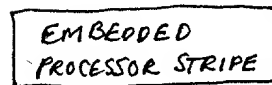


FIGURE 10

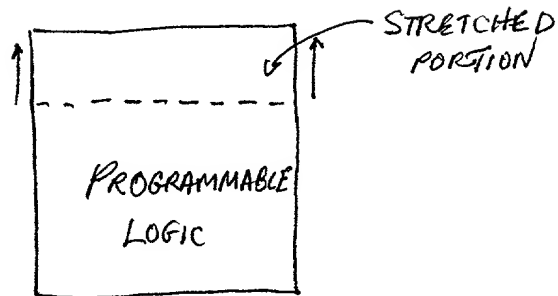
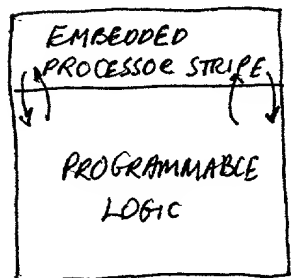


FIGURE 11



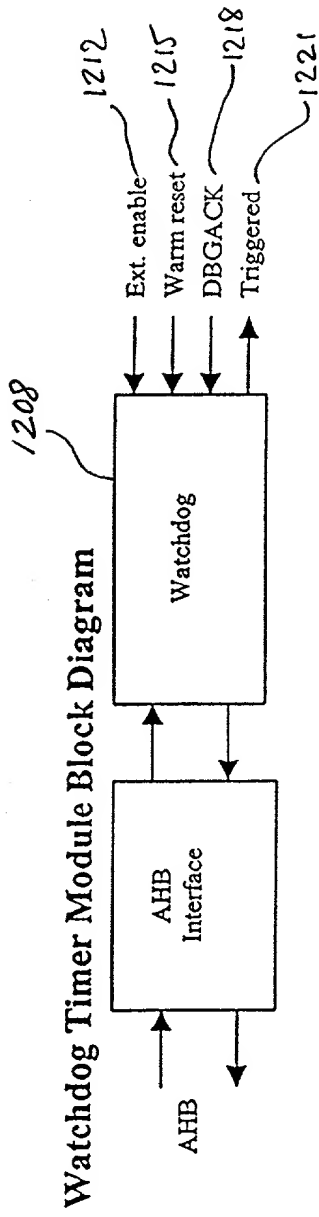


FIGURE 12

Control Register (WDOG_CR) – Read/Write

Register : WDOG_CR										Address : Address Base + 0x4C0										Access: Read/Write											
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0										TRIGGER										0										LK	

- LK R/W When this bit has the value 1 further writes to the register have no effect.
- TRIGGER R/W 0 means watchdog disabled. Other values specify bits 29:4 of the trigger value (bits 3:0 of the trigger are always zero).
- 0 R Reserved for future use. Write as 0 to ensure future compatibility.

FIGURE 13

Register : WDOG_COUNT
Address : Address Base + 0x4C4
Access: Read

	COUNT
31	0
30	1
29	2
28	3
27	4
26	5
25	6
24	7
23	8
22	9
21	10
20	11
19	12
18	13
17	14
16	15
15	16
14	17
13	18
12	19
11	20
10	21
9	22
8	23
7	24
6	25
5	26
4	27
3	28
2	29
1	30
0	31

COUNT R Current value of watchdog count register.

FIGURE 14

Register : WDOG_RELOAD **Address : Address Base + 0x4C8** **Access: Write**

	MAGIC																														
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

MAGIC **W** Magic value to reset watchdog.

FIGURE 15

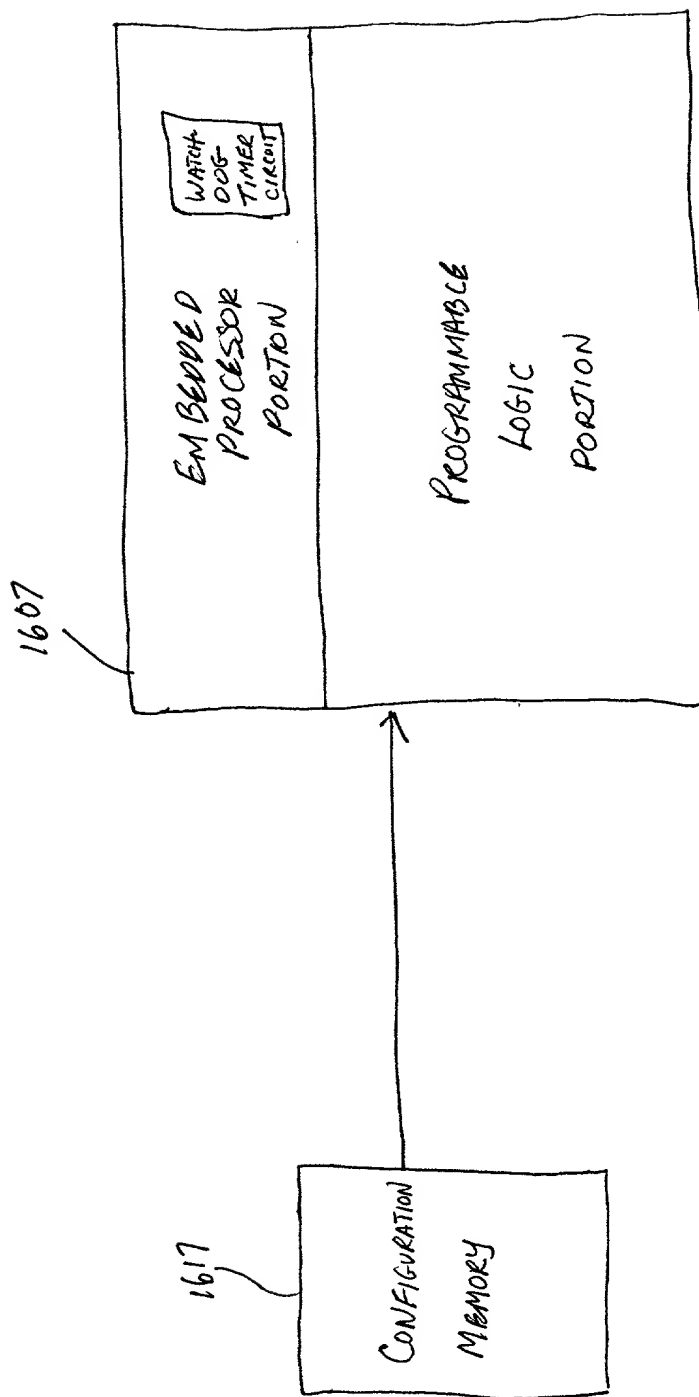


FIGURE 16

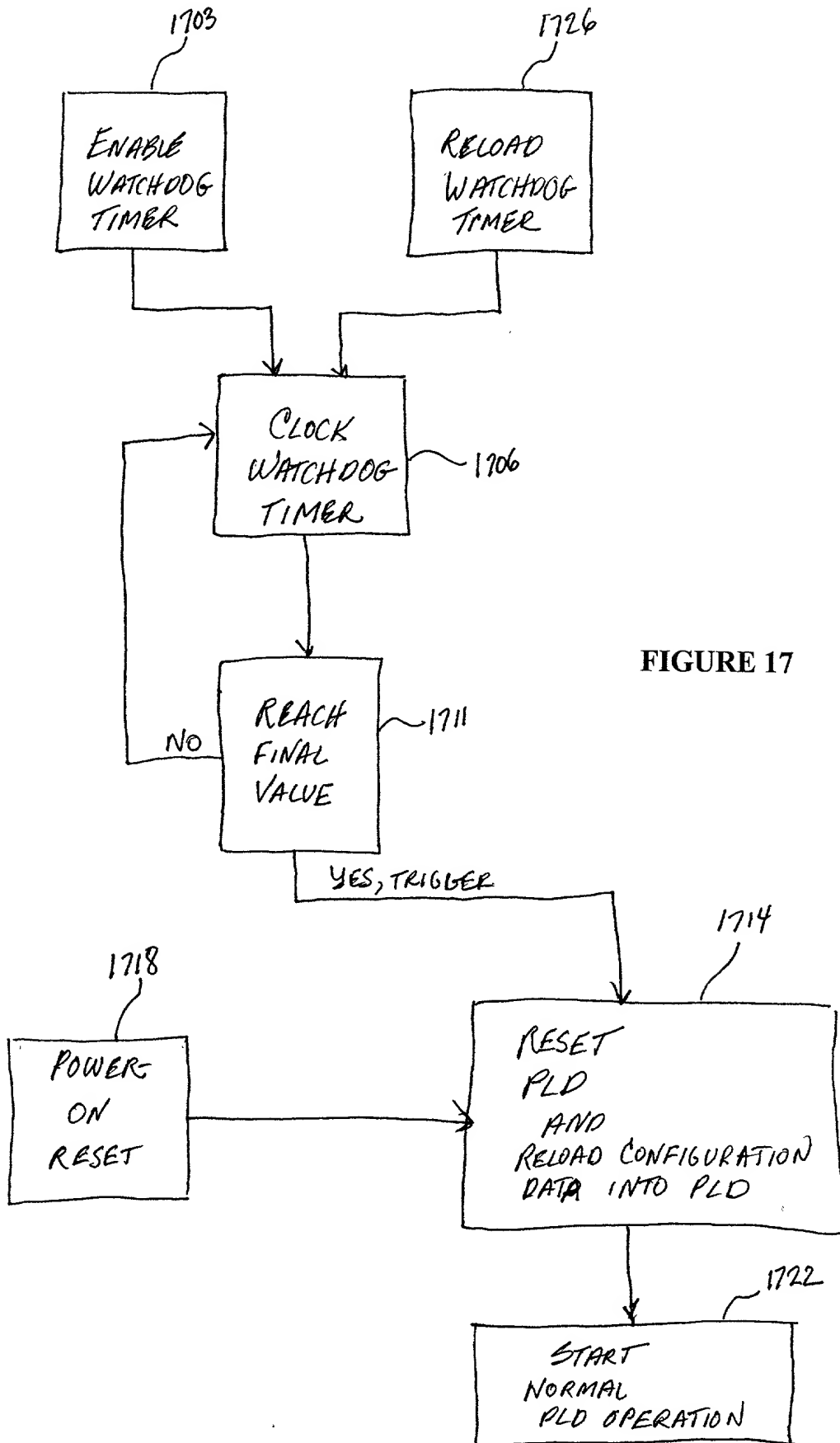


FIGURE 17